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Subject: Idea to balance the flame tank.

Posted by [Anonymous](#) on Fri, 12 Apr 2002 10:17:00 GMT

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this is just my opinion, but i think the reason they made the ft and ma the way they did in this game is because they couldn't make the bike work. without the bike that would leave the nod without much anti-tank capability. of course i too would prefer if the units in game performed closer to their original c&c counterparts, but for now at least, this is the way it is...

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